Strangely enough I noticed that the toggle was missing it's sister function set_fly_mod too, just yesterday.

I didn't want to toggle either, so I set mine up like this:

```
bool flying;
 flying = Get_Fly_Mode(obj);
 if(!flying){
 Toggle_Fly_Mode(obj);
 }
```

The current API actually suggests in a comment on the Get_Fly_Mode function that Set_Fly_Mode exists, but I guess it was forgotten.
I hope this info help you.